METHOD FOR CAPTURING OF REAL-TIME IMAGE

Technical Field

5

15

20

OK TO ENTER: /JM/

[0001] The present invention relates to a method allowing a user terminal to capture of an image recorded in various media in real-time. More particularly, the present invention relates to services wherein a user terminal captures a code image recorded in various on-line/off-line media in real-time, decodes the code value, and obtains desired information using that decoded code value.

10 Background Art

[0002] Recently, multimedia has been used in various portable terminals and systems. A variety of contents are provided and utility services activated using such multimedia. In particular, the ability to pick up and to edit a motion picture becomes available in home appliances due to the spread of the use of digital cameras and camcorders.

In existing still image decoding systems, in the event an image is captured in real-time, a still image capture using the snapshot is used. That is, in the case where a motion picture is captured, the image is captured in a compressed JPEG format, resulting in a data transfer rate reduction. If a user desires to store the image in real-time, a problem occurs in that the image is broken. This is due to the rate in which images are stored, which is approximately every 1/15 of a second. In addition, users become inconvenienced when capturing the image in real-time due to a reduced sensible